```
Component
# height
# width
# x
# y
# color
# sprite
+ Component()
+ IsInBound()
+ SetColor()
+ Render()
+ SetTexture()
+ GetTexture()
+ getWidth()
+ getHeight()
+ getX()
+ getY()
+ getColor()
+ operator==()
      Text
  - text
  - textLen
```

+ Text() + Render()